can find the file, e.g., a complete file extension name, a beginning memory location, or the like.

In cases of a computer controlling a plurality of displays (or monitors) plurality of sets of files, each set for a respective display or monitor, is present in computer storage. The scenario file sets up timing and coordination of sequences for the playing of the individual file.

The timing may be of several types in accord with the present invention with the goal being to coordinate the displays of multiple computers whereby if time lag or delay occurs in one computer, the collective presentation process nonetheless corrects itself and remains on schedule. In one example, the time may be a relative time whereby the associated display time refers to the amount of time that an associated image/sound will remain displayed/played on the selected graphics screen before the next image/sound is activated. In another example, the time may be an absolute time, e.g., 9:00:00.000 A.M to 9:00:00.1, whereby the display is for one-tenth of a second that starts and ends at designated times. In another example, the time may be a collective time whereby each graphics/sound file is activated based on the end time of another file for a selected delay with respect to an absolute time. Sound and image files may be

played simultaneously, when desired, i.e., the start and/or end times may be coincident.

Thus, in computer step 16, the computer program reads the scenario file 18 specified in step 14, and constructs a list of image graphic files/sound files and appropriate absolute, relative, or delay times. In step 20, the user has the option to specify a loop count that allows the complete list of files in the scenario file to be activated a desired number of times. The default is one and in effect, the presentation will be presented once if the default is used, twice if the count is set to two, and so forth.

At computer step 22, a start time is specified whereby the user specifies the exact time to play the first image/sound file. At step 22, the computer may then calculate the exact time to display succeeding images, such as for instance, by adding the delays associated with each image. If absolute times are utilized, then the timing is already available in the scenario file. The delay times and starting times may be used to calculate absolute times, if desired. Thus, the timing can be effected in different ways with the goal being to coordinate the overall presentation with, effectively a common clock, based on the accurate time clock in each computer.

At step 24, program 10 runs the scenario when the start time occurs. In one embodiment, after step 22, program 10 may first blank the screen, display the time the first file will be played, loads the first graphics and/or sound file to play into computer memory as indicated at 26 and waits until the start time, specified in step 20, arrives. In this way, each computer screen can be fetched into computer memory prior to the beginning the presentation to enhance smooth and timely transitions. At the appropriate start time, step 28 initiates operation of the sequence of images to be displayed.

In a preferred embodiment of the invention, image/sound files 29 are, in a preferred embodiment, stored on the same computer which will be displaying the images. This eliminates the need to transfer graphic files over a network. Typically such transfers occur at much slower speeds than occur within the busses of the computer and so tens of thousands of images can be displayed without delays caused by network transfers of files.

Thus, at step 22 computer program 10 has preferably initialized each computer in which computer program is loaded and each computer waits until a respective start time which may be a simultaneous start time, if desired. When the start time arrives as indicated at step 28, then the respective computer plays, displays, and/or sounds the beginning or initial file(s)